

INSTRUCTION BOOKLET

automobili  
**Lamborghini**



EmuMaster



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## MENUS

After the copyright page, press START to display the main menu.

- You can select the number of players in accordance with the number of connected controllers (from 1 to 4).
- In multiplayer mode, the first player to press START will manage the menu.
- You can choose to go on to the options or records screens.

### THE OPTIONS

On each menu, press "Done" to validate your selected controls.

### GAME

On the menu, using the A button, you can adjust:

- the degree of difficulty (novice or expert)
- speed in kilometers/hour or in miles/hour.
- laptimes (in real or accelerated speed). The advantage of this option is to boost the speed of the cars not in first place, thereby increasing the competition.

This option is available only in multiplayer mode. Only the cars driven by the players are affected. The computer cars do not change.

### SOUND

You can adjust the volume level by pressing the arrows on your screen with the A button.

- music
- etc. (sound effects)

## CONTROLLERS

- In multiplayer mode, each player can enter their own parameters for N64 controller.
 

Attention! Only the player who has pressed START controls the menu. In, with that controller, each player must adjust his own controller (player 1, socket 1; player 2, socket 2, etc.). You can choose:

  - controller type: N64 controller
  - the control stick sensitivity:
    - half stick: your paddle will react immediately to your moves.
    - weak stick: your paddle will be slower to react to your moves.

### CHEATS

See the team who realized Lamborghini "64".

In this menu, players can:

- save scores depending on kind of race or lap.
- remove scores.

## PUZZLE PAK INFORMATION

Lamborghini Aurore is compatible with the Puzzle Pak accessory. Before using the accessory, please read the Puzzle Pak accessory instruction booklet carefully. Follow the onscreen instructions to determine when you should insert or remove the Puzzle Pak.



## DIFFERENT RACES

On the "RACE" screen, you can choose between 4 different modes (only in 1 or 2 players mode). To select, use the A or START button:



## ARCADE

Based on the popular arcade gameplay format. The player or players will have a short amount of time to pass from one checkpoint to the next. By passing a checkpoint a preset amount of time will be added to the current time remaining. The number of laps will be limited, and the first player to cross the finish line, or the player in highest position when time runs out will

win. In the case of single player mode, the object is to finish in the highest position possible, or in first place with as much time remaining as possible. You can choose to participate in :

- 3 simple races: Basic Series
- 3 difficult races: Pro Series

## CHAMPIONSHIP

Tournament mode involving races over several circuits. Players score points based on their position at the end of each race. After racing on all the circuits selected, the scores are totaled to determine the winner. For single players, the goal is to score the most points possible.

Press "reset" to participate in "standard" championship (indicated on top right screen)

- If you win the "standard Championship" in "Expert" difficulty, you will be allowed to race all the tracks in reverse direction (in any mode)

You can also create a "custom" championship (indicated on top right screen), by choosing:

- race number
  - select "add" to add a race to the selected one. If "add" is grey, you have reached the maximum number of races.
  - select "remove" to remove a race you don't want to participate in.
- the circuit
- lap number
- whether or not to use pitstops.
- circuit direction (normal or reverse if you manage to win the "standard Championship" in "Expert" difficulty).



## SINGLE RACE

The players race for position only, there are no checkpoints or time limits. The player who crosses the finish line first wins. For single players the goal is to beat the computer cars, arriving first or in the highest position possible.

In this kind of race, you can select

- the circuit and its total number of laps
- pit stops (to replace tires or to fill up).
- whether or not to use pitstops.
- the direction (if you win the "standard Championship" in "Expert" difficulty).





## TIME TRIALS

Basically a practice option, where the player races alone on a circuit against the clock. Tables of record times are kept and displayed against actual race records.

Pitstops are available in "Championship" and "Single Race" modes. A message will be displayed on screen when your car needs a pitstop. The "Low fuel" message will be displayed when the fuel level is below 30%.

During a race, if you want to make a pitstop, drive your car to the entry:

### Add fuel:

- Guide the control stick to fill your tank. By going up and down, keep the marker in yellow area to perform the operation as quickly as possible (if you pass to the red area, the filling will stop and you will lose time).
- Control the level using the fuel gauge.
- When you reach the desired quantity, press B to stop the fuel pump (Stop is automatic when tank is full). Then the tire change is engaged.

### Change tires:

- You control the speed of the tire change. Make quick clockwise rotations with the Control Stick (as indicated with the arrows).

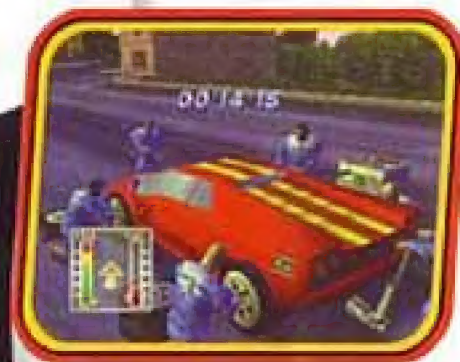
In the "Single Race" and "Time Trials" modes, when you have chosen the kind of race, you have access to the "circuit" menu.

Then, you can choose:

- between 6 different circuits: use the arrowed buttons to choose a circuit. To select it, move to "select" and press A button.
- the race direction (only available after winning the "standard Championship" in "Expert" difficulty)

With "Single Race" mode, you can also choose:

- whether or not to use pitstops
- number of laps





When a circuit is selected, each player has to choose his "Car". At the beginning of the game, only 2 cars can be chosen. But you can win additional cars:

- a by winning the single Arcade mode;
- a by winning the difficult Arcade mode.

Use the arrow buttons to choose your car.

- The Gear Box can be manual or automatic. Use the A button to select.

Press "select" to start the game.

## RACE

N64 Controller



Back of Controller



### CONTROLS

- control stick: controls your steering wheel
- A or Z button: boost
- B button: brake
- control pad (on the left): controls the camera position around the car
- yellow button on the right: handbrake
- R button: in manual gear box, changes to the higher gear
- To change to a lower gear, use the C button.
- For less sensitive play control, try "sneaky" mode in "controls" menu.

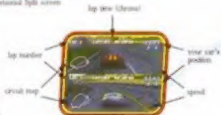
### DASHBOARD

#### 1 PLAYER MODE



## 2 PLAYER MODE

Horizontal split screen



Vertical split screen

- on the bottom center: circuit map for each player.
- on the bottom: speed, RPMs and present gear.
- on the top: lap time (chronos) and your car's position (compared to the other competitors).

## 3 PLAYER MODE

Screen is split in 4 parts. The circuit card is in the bottom right corner.



## 4 PLAYER MODE

Screen is split in 4 parts. The circuit card is in the corner of the screen.



## PAUSE MENU

Push START or A button to select your choice.

- continue: to restart.
- viewer: to look around the car by using the control stick.
- quit: to quit the game.



- In "Championship" mode, additional choices are available:

- to protect a race on hand
- to retire one race

- In a players mode:

- to change the screen's display (vertical or horizontal split)

In multiplayer mode, the player sitting at the joystick will control the remote.

## NAME MENU

You can enter your name:

Choose each letter with the control stick and select it by pressing A button.

If you want to make a correction, press the "Delete" button; it will remove the last letter on the screen.



## CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick, which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional 4-Direction Pad.

When turning the Control Stick power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, set go of the Control Stick as it can return to its center position (as shown in the picture on the left) then press start while holding the L and R buttons.

The Control Stick is a precision instrument. Make sure not to grip tightly or place any foreign objects into it.

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